

CLAIMS:

1. A system for management and publication of media assets in a distributed network, the system including:
 - 5 a central media database for storing and serving the media assets and media programs for publication of the media assets;
one or more output platforms networked to the central media database;
and
one or more media output devices networked to the one or more output
10 platforms,
each output platform storing a local copy of a subset of the media assets and a subset of the media programs, and selectively executing the subset of media programs to publish the subset of media assets at the one or more media output devices.
- 15 2. A system according to claim 1, wherein the central media database includes a content manager for uploading the media assets.
3. A system according to claim 2, wherein the content manager enables
20 searching and selection of the subset of media assets and the subset of media programs, and the assignment of the subset of media assets and the subset of media programs to the one or more output platforms.
4. A system according to either one of claims 2 or 3, wherein the content
25 manager is accessible from a browser-baser user interface.
5. A system according to any one of the preceding claims, wherein each of the one or more output platforms includes a dynamic display engine for delivery of media output, derived from the subset of media assets and execution of the
30 subset of media programs, to the one or more media output devices.

6. A system according to any one of the preceding claims, wherein the central media database further includes an output platform update server for determining if the stored subset of the media assets and/or media programs have
5 changed when compared to the local copy stored on each output platform, and, when a change is detected, serving updated media assets and media programs to the one or more output platforms.

7. A system according to claim 6, wherein each of the one or more output
10 platforms further includes an output platform manager for initiating a request with the output platform update server to update the locally stored subset of the media assets and/or media programs.

8. A system according to claim 7, wherein the output platform manager
15 includes a multiformat subcomponent for producing reformatted versions of the media assets for simultaneous, parallel publication at the media output devices.

9. A system according to any one of the preceding claims, wherein the central media database and the one or more output platforms both include a file
20 synchronisation manager for effecting the serving of media assets and/or media programs between the central media database and the one or more output platforms.

10. A system according to any one of the preceding claims, wherein at least
25 one of the one or more output platforms is a local output platform connected to the central media database from a local installation site.

11. A system according to any one of the preceding claims, wherein at least
30 one of the one or more output platforms is a remote output platform connected to the central media database from a remote installation site.

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12. A system according to any one of the preceding claims, wherein the central media database further includes a media asset replicator for sharing stored media assets and/or media programs with a further media asset management and publication system.

13. A system according to any one of the preceding claims, and further including an external media asset manager connected to the distributed network for providing remote access to the stored media assets.

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14. A system according to any one of the preceding claims, and further including one or more distributed terminals connected to the distributed network for providing local access to the stored media assets.

15. A system according to any one of the preceding claims, and further including a web server connected to the distributed network for providing web-based access to the stored media assets.

16. A system according to claim 15, and further including a web media extension module, accessible via the web server, for maintaining extended media information about the stored media assets.

17. A system according to any one of the preceding claims, wherein the media assets include any one or more of image, text, video and audio content.

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18. A system according to any one of the preceding claims, and further including automatic sensing devices connected to the distributed network for automated triggering of media publication at the media output devices.

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19. A system according to claim 18, wherein the automatic sensing devices include any one or more of a motion sensor and pressure pad.
20. A system according to any one of the preceding claims, and further
5 including user input devices connected to the distributed network to enable user interaction with the published media.
21. A system according to claim 20, wherein the user input devices include
10 any one or more of a smart card, touch screen display, handheld computing device, mobile phone and braille touch pad.
22. A method for management and publication of media assets in a distributed network, the method including the steps of:
- (a) storing and serving the media assets and media programs for
15 publication of the media assets in a central media database;
 - (b) at one or more output platforms networked to the central media database, storing a local copy of a subset of the media assets and a subset of the media programs; and
 - (c) selectively executing the subset of media programs to publish the
20 subset of media assets at one or more media output devices networked to the one or more output platforms.
23. A method according to claim 22, wherein the central media database includes a content manager, the method further including the step of uploading
25 the media assets to the central media database.
24. A method according to claim 23, and further including the steps of:
enabling searching and selection of the subset of media assets and the subset of media programs from the central media database; and

assigning the subset of media assets and the subset of media programs to the one or more output platforms from the content manager.

25. A method according to either one of claims 23 or 24, and further including the step of accessing the content manager from a browser-based user interface.

26. A method according to any one of claims 22 to 25, wherein each of the one or more output platforms includes a dynamic display engine, the method further including the step of delivering media output, derived from the subset of media assets and execution of the subset of media programs, to the one or more media output devices from the dynamic display engine.

27. A method according to any one of claims 22 to 26, wherein the central media database further includes an output platform update server, the method further include the steps of:

at the output platform update server, determining if the stored subset of the media assets and/or media programs have changed when compared to the local copy stored on each output platform; and

when a change is detected, serving updated media assets and media programs to the one or more output platforms.

28. A method according to claim 27, wherein each of the one or more output platforms further includes an output platform manager, the method further including the step of at the output platform manager, initiating a request with the output platform update server to update the locally stored subset of the media assets and/or media programs.

29. A method according to claim 28, and further including the step of:

producing reformatted versions of the media assets for simultaneous, parallel publication at the media output devices.

30. A method according to any one of claims 22 to 29, wherein the central
5 media database and the one or more output platforms both include a file
synchronisation manager, the method further including the step of effecting the
serving of media assets and/or media programs between the central media
database and the one or more output platforms from the file synchronisation
managers.

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31. A method according to any one of claims 22 to 30, wherein at least one
of the one or more output platforms is a local output platform connected to the
central media database from a local installation site.

15 32. A method according to any claims 22 to 31, wherein at least one of the
one or more output platforms is a remote output platform connected to the
central media database from a remote installation site.

20 33. A method according to any one claims 22 to 32, wherein the central
media database further includes a media asset replicator, the method further
including the step of the media asset replicator, sharing stored media assets
and/or media programs with a further media asset management and publication
system.

25 34. A method according to any one of claims 22 to 33, and further including
the step of providing remote access to the stored media assets from an external
media content manager connected to the distributed network.

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35. A method according to any one of claims 22 to 34, and further including the step of providing local access to the stored media assets from one or more distributed terminals connected to the distributed network.

5 36. A method according to any one of claims 22 to 35, and further including the step of providing web-based access to the stored media assets from a web server.

10 37. A method according to claim 36, and further including the step of maintaining extended media information about the stored media assets accessible via the web server from a web media extension module.

38. A method according to any one claims 22 to 37, wherein the media assets include any one or more of image, text, video and audio content.

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39. A method according to any claims 22 to 38, and further including the step of automatically triggering media publication at the media output devices from automatic sensing devices connected to the distributed network.

20 40. A method according to claim 39, wherein the automatic sensing devices include any one or more of a motion sensor and pressure pad.

41. A method according to any one of claims 22 to 40, and further including the step of enable user interaction with the published media from user input
25 devices.

42. A method according to claim 41, wherein the user input devices include any one or more of a smart card, touch screen display, handheld computing device, mobile phone and braille touch pad.